Co-funded by the Erasmus+ Programme of the European Union

Step By Step

STEP BY STEP

Collection of Best practices

Partner/country:

Title:	. **Videogames**
Target group	Primary School 10-11 years old /secondary
Content/ Subject areas (*taged with modules*):	Language,Maths, History, Literature...Coding
Learning objectives / competences	1. To learn by working in teams 2. To promote in students entrepreneurship 3. To implement in students creativity 4. To learn coding using Scratch 5. To be able to communicate knowledge using multimedia resources. 6. To create high quality final products: videogames using scratch Competences: Students will implement their pleasure of creating stories Students will be able to create practical information for other students Creativity Digital competence (coding) Learning to learn
Description of the activity	All students are trained to use Scratch, After 3 months of training we ask students to create their own videogame. They should draw up a the scenario and create the videogame. It's a kind of gide about the videogame. description and how to play
Description of the process teaching/ learning strategies used	Students learn coding Students learn coding and how to to aply it in real tasks. Students deign the scenario and build up their videogame. Students descibe their videogame and the way they to play it
Types of assessment	Self assessment and pair assessment, observation sheet
Materials and tools	Scratch, a drawing programme and Word
Timing and learning environment	12 hours

Why do you consider this practice is innovative?	Because is very motivating for students, becuse it brings students the posibility of problem solving and learn to build their own learning
Where did you find it? Internet address	We developed it at our school.

FIRE SNAKE: